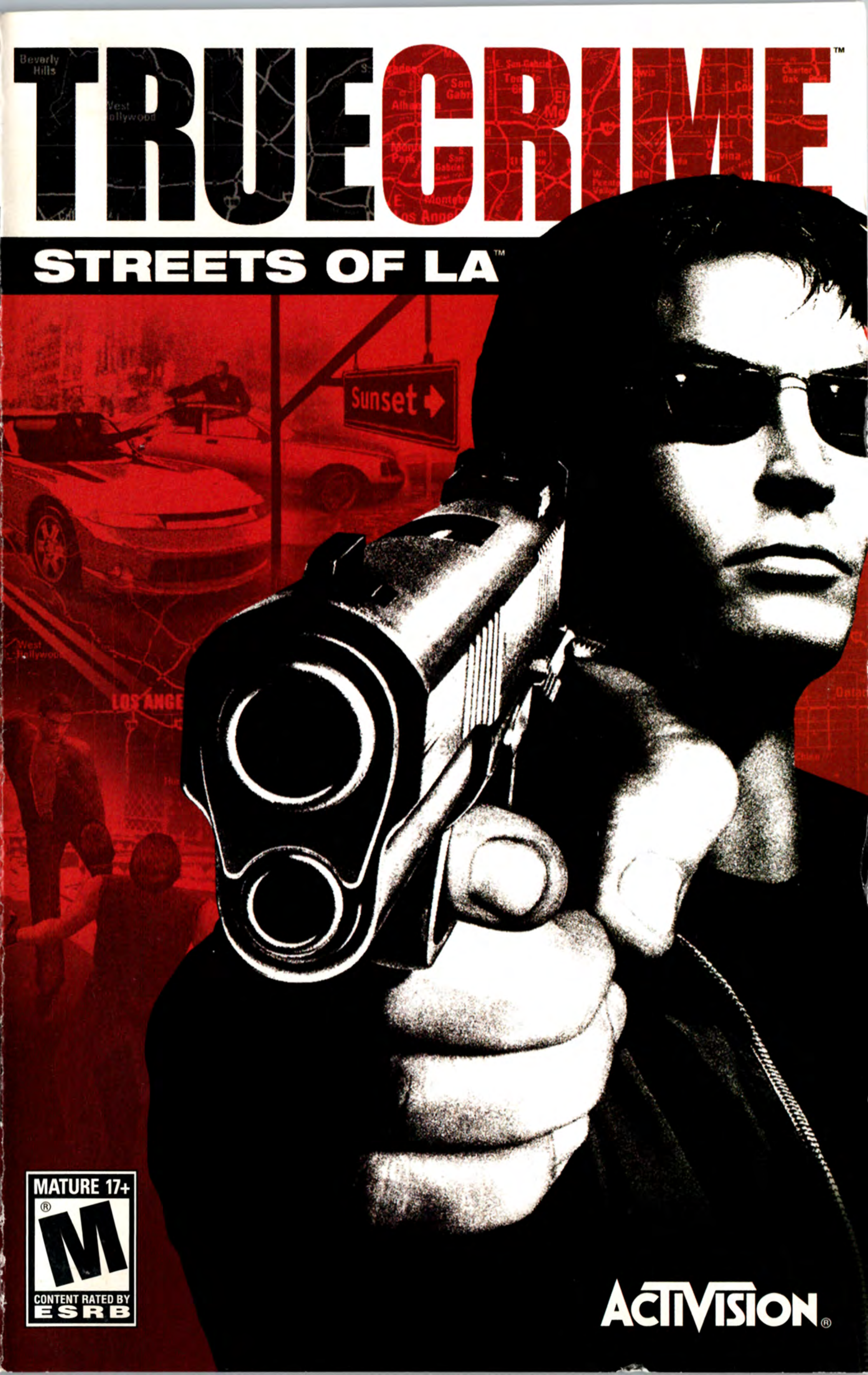
TRUE CRIME™

STREETS OF LA™



MATURE 17+
M
CONTENT RATED BY ESRB

ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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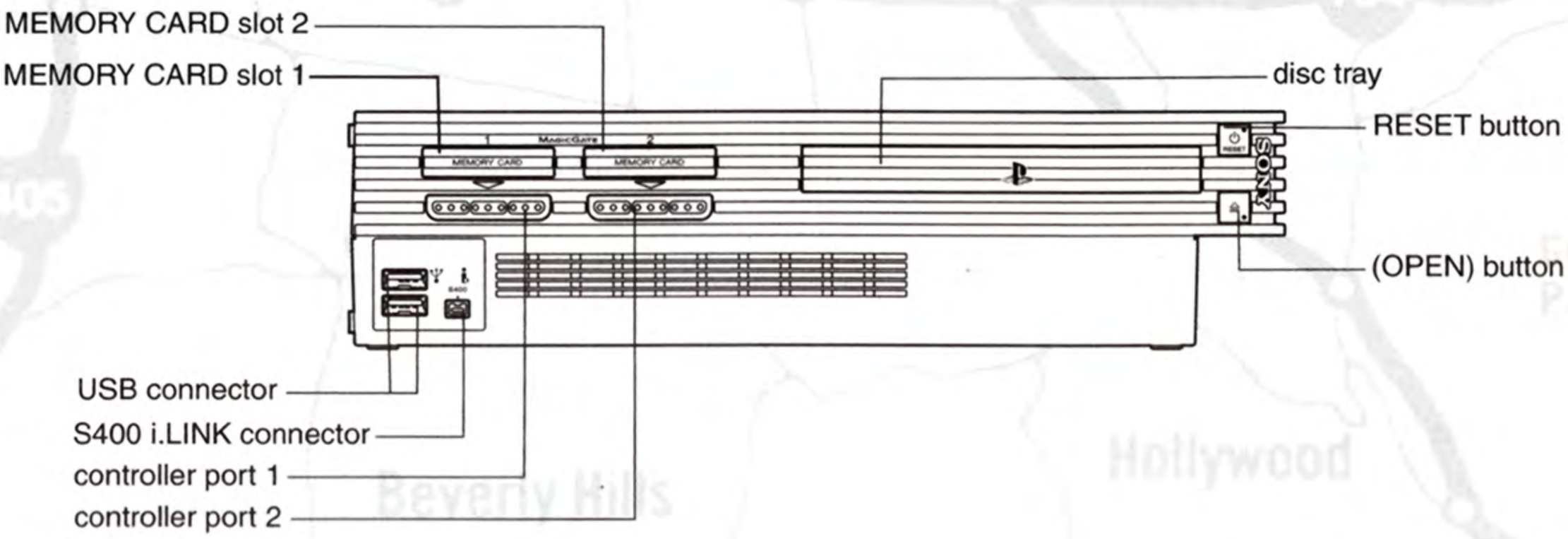
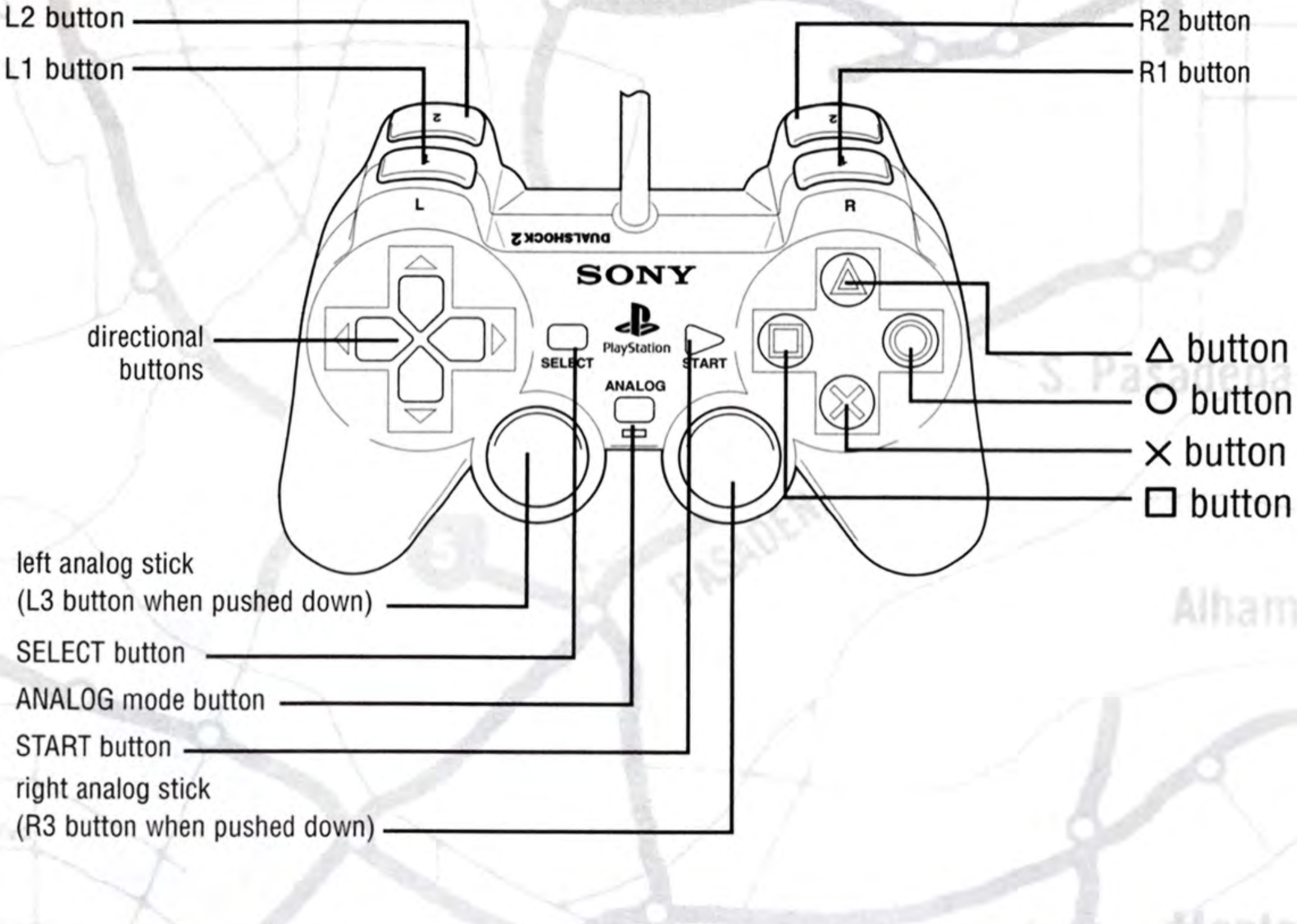
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the *True Crime™: Streets of L.A.™* disc on the disc tray with the label pointing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 analog controller



To select menu options, use the directional buttons to navigate the menu options. Highlight the desired option and press the × button to accept. To select a menu option, follow the on-screen button prompts and press the × button to accept and the △ button to go back to navigate through the menu options.

True Crime™: Streets of L.A.™ supports the DUALSHOCK®2 analog controller. When the mode indicator is on, the left analog stick works the same as the directional buttons.

WELCOME TO THE E.O.D.

Founded in 2003, the Elite Operations Division (E.O.D.) was created to combat the toughest and most controversial cases in Los Angeles.

The E.O.D. is headed by "The Chief," one of L.A.'s most respected detectives. A fully independent branch of the police department, the E.O.D.'s mission statement is simple and concise: To protect the citizens of Los Angeles, at any cost.

As a member of the E.O.D., you will face some of the toughest criminals the city has ever known. To help you tackle this menace, you'll be outfitted with powerful firearms, trained in a variety of hand-to-hand combat techniques and educated in high-speed combat driving. E.O.D. agents are experts in all fields of law enforcement and have been granted clearance from the highest levels to battle crime using any means necessary.

WHO'S WHO IN THE E.O.D.

NICK KANG

Although he was recently suspended indefinitely from the police force due to repeated incidents of excessive violence and property damage, Nicholas Kang (Wilson) was recruited into the E.O.D. as the group's first field agent. The same over-the-line methods that got him thrown off the force enable him to succeed at the E.O.D.; his arrest record speaks for itself. Kang's skills in martial arts are only matched by his ability to double-fist firearms and drive like a Hollywood stuntman.

THE CHIEF

Chief of Detectives, Wanda Parks, is the head of the E.O.D. She has two decades of law enforcement experience and is one of the most well respected officers on the police force. Parks puts up with Nick's brash and over-the-top nature because she knows that when all hell breaks loose, Nick is the only man who consistently delivers.

ROSIE

An ex-gangbanger turned straight, Rosie Velasquez is one tough cop. Having experienced life on both sides of the law, Rosie knows how to take care of herself. She's just been partnered with Nick Kang, and isn't too happy about hitting the streets with a loose cannon. Rosie is afraid she'll get caught up in the crossfire that constantly surrounds L.A.'s most dangerous detective—and rightly so.

CONTROLS

(default preset)

DRIVING

left analog stick ..... Steer Left/Right
right analog stick ..... Accelerate/Brake/Reverse
✕ button ..... Accelerate
□ button ..... Brake/Reverse
○ button ..... Hand Brake
△ button ..... Look Back
L1 button ..... Get In/Out/Commandeer Vehicle
R1 button ..... Fire Weapon
directional button ← ..... Car Horn
directional button → ..... Siren On/Off
Tap directional button ↑ ..... Change View

FIGHTING

left analog stick ..... Move Character
right analog stick ..... Pan Camera/Select Target
✕ button ..... Low Kick
□ button ..... Punch
△ button ..... Jump Kick
○ button ..... Grapple/Throw Weapon/Pick Up Weapon
Tap R1 button ..... Draw Guns
(go into *Shooting* mode)
R2 button ..... Drop Weapon
L2 button ..... Block

SHOOTING

left analog stick . . . . . .Move Character
right analog stick . . . . . .Pan Camera/Select Target
Hold ✕ button . . . . . .Take Cover
□ button . . . . . .Punch
(go into *Fighting* mode)
Tap △ button (+ direction) . . . . . .Roll
Hold △ button (+ direction) . . . . . .Slow Motion Jump/Dive
○ button . . . . . .Pickup Weapon/
Grab Hostage as Human Shield
R1 button . . . . . .Fire Weapon
Hold and Release R1 button . . . . . .Precision Targeting/
Burst Fire or Full Automatic
R2 button . . . . . .Reload Weapon (Pistols Only)/Drop Automatic Weapons

ON FOOT

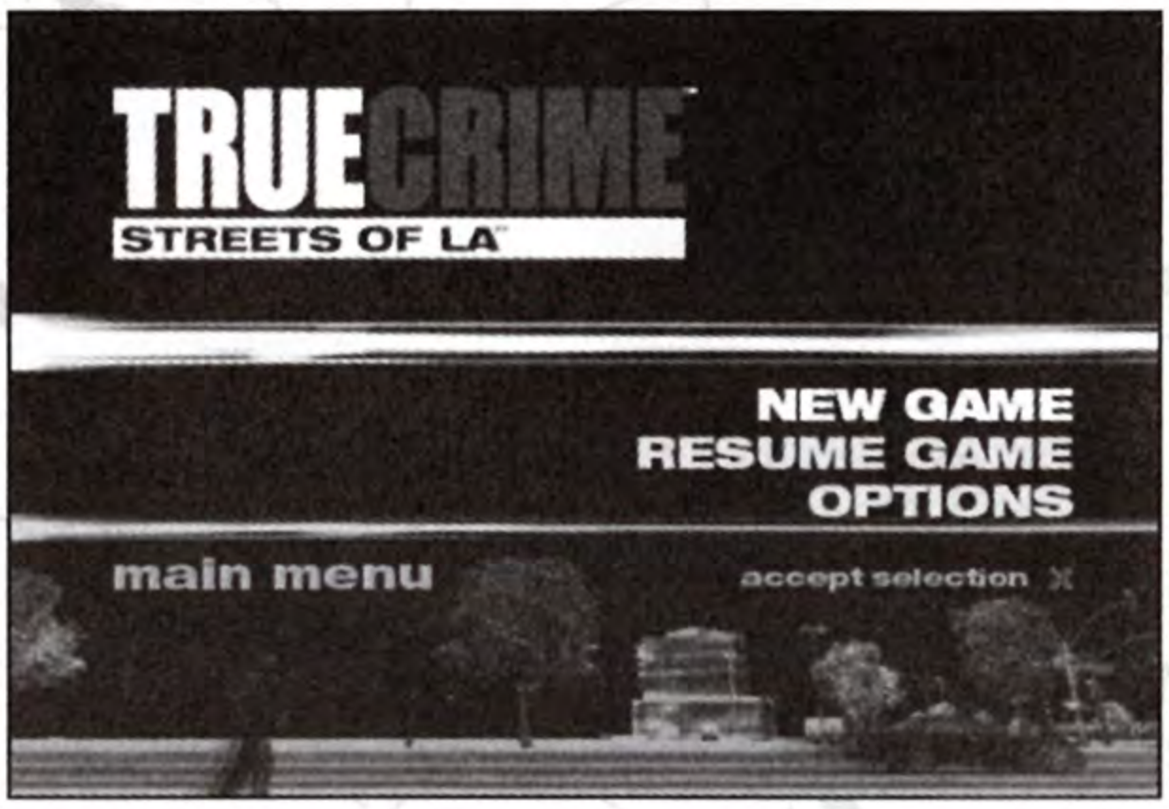
directional button ← . . . . . .Go Into *Fighting* Mode
directional button ↑ . . . . . .Go Into *Normal* Mode
directional button → . . . . . .Go Into *Shooting* Mode

STEALTH

left analog stick . . . . . .Move Character
right analog stick . . . . . .Pan Camera
Hold ✕ button . . . . . .Take Cover
△ button . . . . . .Roll
□ button . . . . . .Stun Attack
○ button . . . . . .Deadly Attack
R1 button . . . . . .Fire Tranquilizer Gun

MAIN MENU

From the Main Menu you can select three choices: New Game, Resume Game and Options.



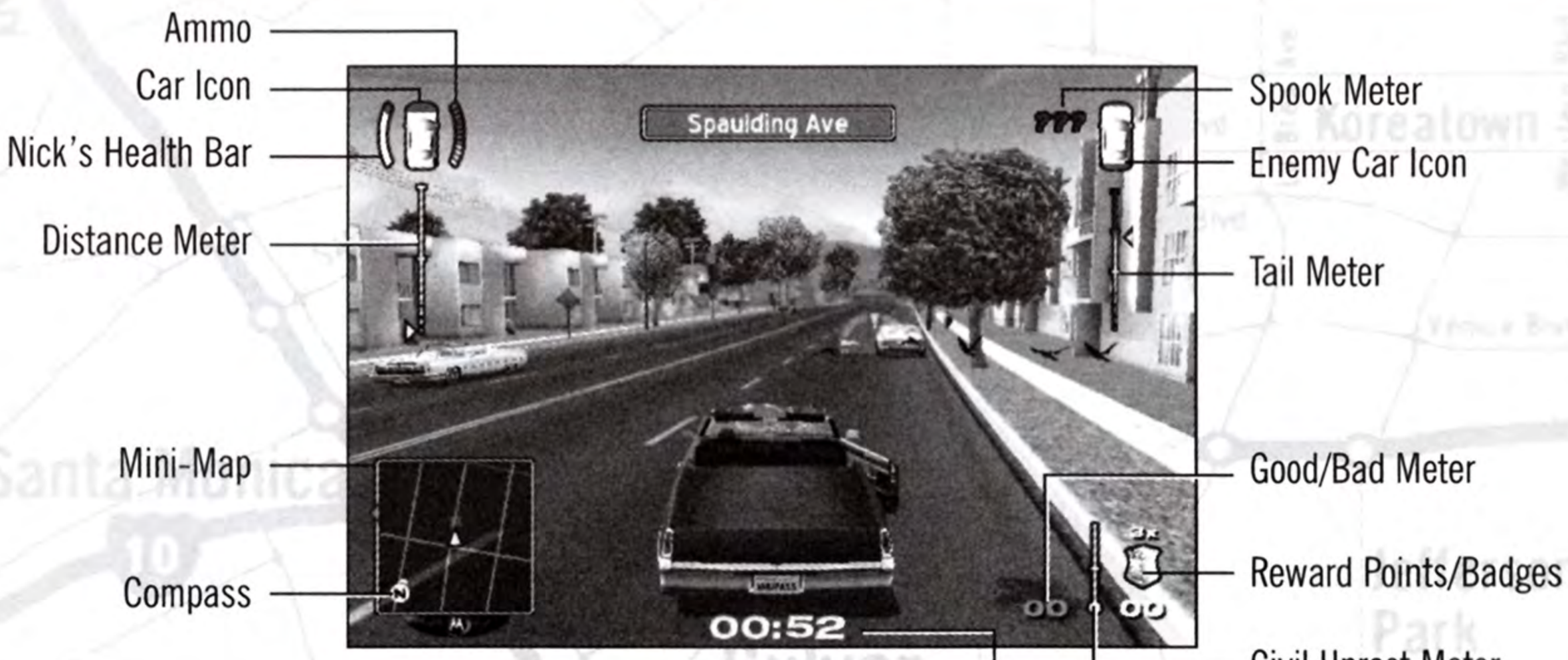
NEW GAME

Follow the on-screen prompts to start a new game.

RESUME GAME

Select this option to load a previously saved game. Save games appear as license plates with the name of the save file written on the plate. Scroll left and right to select your saved game. Once selected, choose your starting position in the branching story structure. You can play where you last left off, or if you prefer, you can load an earlier level to go back and try to unlock a different branch of the story.

GAME SCREEN



Driving HUD

Car Icon – The car icon in the upper left corner of the screen shows your car's damage status. Any red on the car icon indicates where your car has taken damage. The more red the car icon, the more damage your car has sustained. When the icon starts flashing, you better drive your car carefully or it's gonna blow!

Enemy Car Icon – Whenever you're following or pursuing another car, that car's damage level is shown in the upper right corner of the screen.

Reward Points and Badges – By putting away bad guys and solving street crimes, you'll earn reward points that can be used to access 24/7 facilities, heal yourself at health clinics or repair your car at service stations. Every 100 reward points you earn is converted into a badge that grants you access to 24/7 facilities where you can upgrade your skills. If you're careless and hurt civilians, reward points will be deducted. If your reward point balance drops below zero, badges will be converted back into points as necessary.

Tail Meter – Sometimes you'll have to tail a suspect's car. While on a tail mission, the tail meter appears on the right hand side of the screen showing you the distance between your car and the target. Try to hang back from the suspect so they don't realize that they're being followed, but don't lose sight of the car completely. If you get too close, the tail meter will go into the red and the suspect may try to make a run for it.

Spook Meter – The more often you get the tail meter in the red area, the more chance you have of spooking the suspect. Each time one of the grayed out question marks next to the tail meter lights up, the suspect becomes more suspicious of you and will eventually make a break for it.

Nick's Health Bar – In the upper left corner of the screen next to your car or head icon is the health bar. A full white bar indicates 100% health. As you take damage, the bar gets shorter until it disappears completely and Nick is knocked out.

Enemy Health Bar – When you have an enemy suspect engaged in a fight or shootout, his health bar and face icon will appear in the upper right corner. When you're surrounded by multiple enemies, their health bars will line up on the right side, with the currently selected target's health bar on the top.

Good/Bad Meter – As you perform your duties as a police officer, you'll be judged on being good or bad. Actions like killing innocents or taking bad guys out with head shots score negative points. Doing things like arresting perps, neutralizing foes with carefully placed, non-lethal shots or solving random crimes give you positive points. At certain spots in the game, the story will branch differently depending on your good/bad standing.

Civil Unrest Meter – In addition to yielding bad points, bad behavior will escalate civil unrest. Continued misconduct will cause the meter to rise and flash, and cause civilians to become violent toward Nick. If the meter reaches the top, law enforcement will try to put an end to your rampage. Lay low and earn good points to allow civil unrest to cool down over time.

Timer – In a number of missions, Nick must race to a destination in a limited amount of time, reflected by a countdown timer. The results of your performance in these missions will impact the story branching accordingly.

Street Indicator – This shows you what street you're heading down. Cross streets appear momentarily in the second window, below the main one.

Mini-Map – Use the map on the lower left corner of the screen to navigate your way around Los Angeles.

Green Arrow/Dot – Your next mission destination in the storyline.

Small Red Dot – The location of a crime in progress.

Large Red Dot – The location of an enemy car that you're chasing or tailing.

Yellow Gas Pump Icon – These lead to repair stations where you can get your car fixed.

Yellow Cross Icon – These lead to health clinics where you can regain health.

Yellow Parking Garage Icon – Drive/run into these to change vehicles you have unlocked.

Blue Target Icon – Practice your gunplay at one of these 24/7 shooting ranges.

Blue Barbell Icon – Brush up on your martial arts and learn some new moves at one of these 24/7 karate martial arts gyms.

Blue Car Icon – See if you've got the driving skills required to pass one of these 24/7 driving tests.

PAUSE SCREEN

Stats – Check on how well you've been playing the game. This screen tracks your arrests, unlocked upgrades and other statistics from your gameplay.

City Map – Shows your current position within the LA metropolis.

OPTIONS

Controls

- *Configuration* – When you select this option you can configure your controls or select from two preset configurations. To modify your controls, select one of the actions from the list with the ✕ button then scroll through the buttons on the controller by pressing ← or → to assign it to a key.

- *Vibration* – Use this option to turn the vibration feature of your DualShock®2 analog controller on or off.

- *Inverse Aim* – This reverses the up/down aiming while in precision targeting mode. By default, Inverse Aim is off, so when you press ↑ while targeting, the reticule moves up.

Audio

- *Output Mode* – You can select from Dolby® ProLogic II,® stereo, mono or even muted output.

- *Volume Mix* – Here you can adjust the music, sound effects and voice mix by moving the volume sliders left (to lower the sound) or right (to raise it).

- *Soundtrack* – You can adjust the soundtrack to True Crime by deciding what songs to play during the course of the game. You can select from Cruisin, Fast Action and Slow Action tracks. In each list, you can turn on or off the individual songs that you want to play during those sections of the game.
- *Radio Dispatcher* – Select this option if you want to turn Radio Dispatch calls on/off while driving in the city.

Display

- *Resolution* – If you have a High Definition TV and component cables plugged into your PlayStation®2 computer entertainment system, you can choose to play True Crime in a higher display setting. True Crime supports Progressive Scan mode.
- *Widescreen* – Turning this option on widens the field of view. This allows you to stretch the view out on widescreen televisions.
- *Radar Type* – Selecting rotary radar makes the mini map on the game screen spin around as you change direction. Selecting fixed radar keeps the map still in a geographically correct orientation while the arrow representing Nick's position rotates.
- *Subtitles* – This option allows you to turn on subtitles for the in-game cutscenes.

Credits – Look here to see who is responsible for the game.

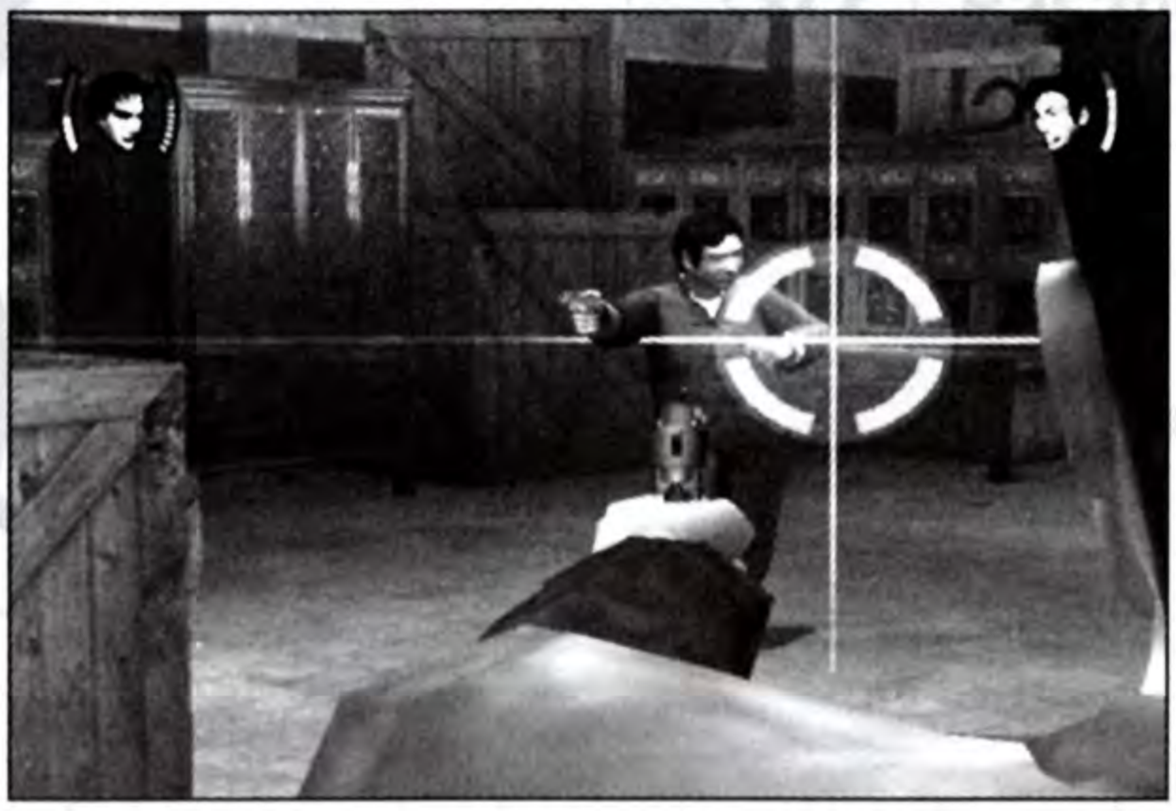
SHOOTOUTS

E.O.D. agents are officially "encouraged" to bring suspects in without resorting to the use of deadly force, but the reality of the streets proves using a weapon is simply unavoidable. A yellow reticule will appear over your selected target. You can change targets by moving the right analog stick in the direction of the target you want to switch to. The amount of ammo you have left in your guns is shown in the upper left corner of the screen next to your health display. When you run out of bullets in your pistols, Nick will automatically reload. You will never run out of ammunition for your pistols but this is not the case for other weapons you pick up. Note that the reticule only auto-targets enemies, not innocent bystanders.

Shootout HUD

PRECISION TARGETING

Hold down the **R1** button to go into precision targeting mode. While in precision targeting mode, the screen will zoom in on your target. Use the left analog stick to move the reticule over your target and press the **R1** button again to fire. You will stay in precision targeting mode until your gun runs out of ammo. You can exit this mode by pressing the △, □, ○, ✕ or **R2** buttons.



TAKE COVER

Many rookie agents have fallen in the line of duty by recklessly charging into battle. Your vest will protect you only so much, so use the environment to your advantage. Press and hold the ✕ button next to a wall or car to take cover. While holding the ✕ button, target an opponent and press the **R1** button to quickly pop out and fire.

KEEP MOVING

If you find yourself taking fire out in the open, tap the △ button to quickly roll in the direction you're moving. Press and hold the △ button to perform a slo-mo dive—keep pressing the **R1** button and you can even squeeze off a few shots mid-air.

UPGRADES

Visit 24/7 shooting ranges to earn upgrades like a laser sight, faster aiming reticule and improved precision targeting.

PICKING UP WEAPONS

When defeated, a suspect will drop his weapon. Maneuver Nick next to the weapon and press the ○ button to kick it up into your hand, which replaces one of your pistols. Pick up a second dropped weapon and Nick will put his other pistol away. Try different weapon combinations to unleash havoc on your opponents. Pressing the **R2** button will drop all enemy weapons and pull out Nick's pistols.

HEALTH PACKS

Spread around in the shootout levels you'll find first aid kits hanging on the walls. Just walk up to the white box with a red cross and press the ○ button to pick it up.

CONSEQUENCE OF ACTION

As you play through *True Crime™: Streets of L.A.™*, your every action affects the outcome of the game. If you run out of health or otherwise fail a mission, you still progress through the story, but suffer the consequences of that failed goal. Let a bad guy get away and later on he might come back to haunt you. Depending on how you succeed or fail through the storyline, you can reach one of three totally different endings.

DRIVING AROUND THE CITY

While out patrolling the city in a *Drive To* mission, you are free to roam wherever you like. There is no time limit when on a *Drive To* mission, allowing you to explore the city or continue on to the next mission objective. While cruising the city you'll receive calls from radio dispatch, alerting you to *Street Crimes* in progress in your local vicinity. Explore the city and look for hidden 24/7 training facilities to beef up your driving, fighting and shooting skills.

GETTING OUT OF THE CAR

Pressing the **L1** button while the vehicle is at a complete stop will allow Nick to get out of it. Alternatively, pressing the **L1** button while the vehicle is moving will cause Nick to roll out of it for a fast action foot pursuit. Note that rolling out of a vehicle at high speeds will cause injuries to Nick. So be careful!

STREET CRIMES

While on patrol you'll receive calls from the radio dispatcher alerting you to *Street Crimes* occurring around you. The crimes can range from a simple purse snatcher, all the way up to a full-blown gang shootout. It's up to you to decide if and how you want to take the bad guys down. Red dots appear on the mini-map directing you to where these crimes are occurring. If you don't respond to the call, the dots will eventually disappear and the crime will be unsolved. Solving crimes gives you points, which are used to open up 24/7 training facilities throughout the city.

ARRESTING A PERP

Most suspects will surrender when you flash your badge (press the **R2** + □ buttons). More hostile situations call for a warning shot (press the **R2** + **R1** buttons). However, many perps will put up a fight or run for it. After you defeat an opponent, stand over their unconscious body and press the **R2** + ○ buttons to slap the cuffs on and place them under arrest, awarding you additional points. You can also attempt to identify civilians carrying illegal goods. Press the ○ button to frisk civilians.

POINTS AND BADGES

Anytime you make an arrest or take down a suspect, you earn points depending on how you handled the situation. Once you have earned 100 points, they are converted into a "badge." Badges are used to gain entry to 24/7 training facilities. On the other hand, if your actions kill an innocent bystander, you lose points.

24/7 FACILITIES

Scattered throughout the city of Los Angeles are special training facilities where law enforcement agents can increase their skills in fighting, shooting and driving. New weapon upgrades, fighting moves and vehicle skills can be acquired at these areas. As you explore the city, keep your eyes open for 24/7 facilities, indicated by blue circular icons on your mini-map. A target icon represents a shooting range where your skills with firearms will be put to the test. A barbell icon represents a martial arts gym where new self defense moves can be learned. A car icon shows the location of a driving course where you can polish your high-speed driving skills.

BONUS DRIVE TO MISSIONS AND CRIME PATROL

When you get 100% completion on a story episode, you'll unlock a bonus drive to mission. While on a bonus drive, you'll see three green icons on your minimap. You can upgrade your car at a street race, earn new firearms at a shooting course or learn new grapple moves by challenging a martial arts master. If you pass or fail the final mission in a story episode but don't have 100% completion status, a crime patrol mission will be unlocked instead. To pass the crime patrol mission and move forward with the story you'll have to solve a set number of street crimes. The more missions failed in this episode will mean the more street crimes you'll have to solve. Remember that you can always go back and replay failed missions to get 100% completion and unlock the bonuses.

REPAIR STATIONS

As you drive around the city, your car can take damage from colliding into other cars or buildings. If your car becomes badly damaged and starts smoking or catches fire, be on the lookout for a gas station. Just drive your car into the gas station's garage and the mechanics inside will fix it up.

The more damage done to your car, the more points it will cost you to get it repaired.

HEALTH CLINIC

Protecting and serving can be a dangerous business. If you have taken too much punishment and are low on health, keep your eyes open for the clinics stationed throughout the city. Don't worry about an appointment, just step right up and they will restore your health bar. Using a Clinic costs points, depending on how much damage you need healed.

PARKING GARAGE

Special parking garages are located throughout the city. Inside, you'll find any new vehicles you've unlocked. If you ever lose your car in the field, you might find it or a replacement that looks just like it stored here.

HAND-TO-HAND COMBAT

When you have a suspect in front of you and aren't in shooting mode, you can attack with a series of hard-hitting punches and kicks. Press the △, □, and ✕ buttons to unleash attack combos. Hold the **L2** button or press the **left analog stick** in the opposite direction of your opponent to block. Keep in mind that you can unlock more attacks by going to 24/7 and bonus martial arts gyms.

Fighting HUD

FINISHING COMBO MOVES

In the upper right corner of the screen next to the enemy's health bar, there's a stamina display with 3–6 exclamation points. As your punches and kicks connect with your opponent, these exclamation points gray out until there are none left, indicating your opponent is in a temporarily dazed state. At this time, you can tap the kick, punch and jumpkick buttons in a specific order to unleash a powerful finishing move combo. Keep note of the icons that come onscreen while you're pulling off a finishing attack. By memorizing special combinations, you can pull off powerful finishing moves.

△ button, then □ button = "Jumping Monkey"

□ button, then ✕ button = "Monkey Paw" Punch

✕ button, then △ button = "Monkey Kick"

GRAPPLES

You can also grapple opponents by pressing the ○ button. Pressing the ○ button and other attack buttons in rapid sequence activates different grapple moves.

UPGRADES

Visit 24/7 martial arts gyms around the city to earn fighting upgrades like running attacks, ground attacks and more powerful finishing moves.

Bel Air
Beverly Hi
Pacific
Palisades
Brentwood
Westwood
405
Century C
1
Santa Monica
10
Culver
Venice
90
Marina del Rey
LOS A

Los Feliz
Hollywood
US 101
Chinatown
Hancock Park
Korea Town
110
10
Downtown
City
Jefferson Park

NGELES

STEALTH

Sometimes discretion is the better part of valor. During the course of your duty as an E.O.D. agent, you may be required to infiltrate a location without alerting the bad guys inside. Sneak around the perps using the ✕ button to hide against a wall or take cover. You can knock out guards by pressing the □ button, or use a more lethal move by pressing the ○ button. If you need to take down a guard quietly from a distance, you can press the **R1** button to use your tranquilizer gun. Keep in mind that your ammo is limited, and that your actions will affect your good/bad standing in different ways.

While sneaking around, try to avoid bumping into objects like chairs or broken shards of glass that may alert a guard to your presence. If you're spotted, you'll only have a few seconds to duck behind some cover or take out the guard before he calls for reinforcements. If a guard spots you and raises the alarm, the stealth mission has failed.

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Andre "Jo Jo Dancer" Kinnebrew
Brian "The Cheat" Pass
Matt "I've got the" Powers
Ryan "Cusses loudly" Rucinski
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Snoop Dogg (the character) appears courtesy of:
Snoop Dogg Productions & Vybe Squad Ent.

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Co-Executive Producer: Chris Archer/Activision
Executive Production Supervisor:
Suamana (Bigg Swoop) Brown
Production Supervisors: Christian Salyer/
SND ELEMENTS & K. (Caviar) Cross
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Executive Thanks: Bigg Snoop Dogg, Shanté Broadus, Black Tone, Paul Ring, Mac10, J. Urie, Paragon Management, Muggs, Jeff Turner, Baby Ree Productions, Good Game Entertainment, Jack Nelson, Benny Medina, Brad "Backroom," Mattias & Christian Lehman, Tommy St. Julian, Nani & Kanani Riley, Andrew Drayton, Peanut Ellis
Mix Engineers: Andrew "Pimpleade" Slade, Chris Puram, Richard Niles, Brad Gilderman
Assistant Engineer: "Snacks"
Studios: Backroom, Blue Palm Studios, Pacific Studios and Future Disc

WE DON'T STOP
Performed By: Soul Star
Produced By: Bigg Swoop for VSQ
Soul Star appears courtesy of:
Vybe Squad Entertainment
(K. Riley, S Brown, Rock Star, Beat Walker)
My Damn Music (ASCAP)

LIVE AND LEARN
Performed By: Ha Loco "Pomona City Rydaz"
Produced By: Unrestricted Music, R. Feemster
Unrestricted Music (ASCAP)

COMPTON
Performed By: Cavie
Produced By: Caviar for Ft. Knox Productions

PLAY LIKE WE DO
Performed By: Casino Mafia feat. Baby S.
Produced By: Baby S.

RING KING
Performed By: Mausberg (RIP)
Produced By: DJ Quick for Euphonic
Courtesy of Laneway Records
Q Baby Music (ASCAP) Laneway Music (ASCAP)
Special Thanks to Black Tone

LET ME SEE SUMP-THIN' (THUG NIGHT)
Performed By: Jay O Felony
Produced By: Da Neckbones
Jay O Felony appears courtesy of:
Loco Entertainment
Published by: Windswept Publishing,
Bullet Loco Music Publishing (ASCAP)
Chilled Out music (ASCAP)
His Hyms Music (SESAC)

THUG THE CLUB
Performed By: South Central Cartel feat. Tha Flock
Produced By: Big Prodeje for GangstaMade/ Hooded Out Entertainment

WATCH OUT NOW!
Performed By: Chyneezy feat. Ms.Toi and Sylk-E-Fyne
Produced By: Da Neckbones
Published by: Windswept Publishing,
Toy's World Music Publishing (ASCAP),
Crystal Piece Music Publishing (ASCAP),
Chilled Out Music publishing (ASCAP),
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DON'T FIGHT THE PIMPIN'
Performed By: Suga Free
Produced By: DJ Quik

Courtesy of Laneway Records/
Bungalo Records/Universal (UMVD)
Sample Interpellation: Don't fight the feeling
(Kevin McCord)
Published By: Universal Duchess Music Corp/
Perks Music (BMI)
Laneway music (ASCAP) Q baby Music (ASCAP)
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MO MONEY
Performed By: Styliztik Feat. Dirty Rat
Produced By: Tian for SND ELEMENTS
4 Tian Music (BMI)

CALI FOLKS
Performed By: Styliztik
Produced By: Tian for SND ELEMENTS
4 Tian Music (BMI)

DON'T U FEEL LIKE A MARK
Performed By: Jay 0 Felony
Produced By: Bigg Swoop for VSQ
My Damn Music (ASCAP) Bullet Loco Music
Publishing (ASCAP)

TERRORIST THREAT
Performed By: WestSide Connection
(Ice Cube, Mac 10 & WC)
Produced By: Big Tank
Westside appears courtesy of:
HooBangin' Records/Priority/Capitol Records
Big Tank appears courtesy of:
1X/Good Game Entertainment

HEY BABY
Performed By: N.U.N.E
Produced By: Bear for Baby Ree Productions
N.U.N.E. appears courtesy of: Baby Ree Productions
Baby Ree Toonz (BMI) P Y O Publishing (ASCAP)

DANGEROUS
Performed By: Dr. Stank
Produced By: Damizza for Baby Ree Productions
Baby Ree Toonz (BMI)

CRIMIES
Performed By: Goon Squad
Produced By: Caviar for Ft. Knoxx Productions

ANGRY
Performed By: Suga Free
Produced By: DJ Quik
Suga Free appears courtesy of Laneway Records

Laneway Music (ASCAP) Q baby music (ASCAP)
Special Thanks to Black Tone & Euphonic

POP A BOTTLE
Performed By: "Hollywood" feat. Tad Baddlez
& Ill Gates
Produced By: Bigg Swoop & B.Husslyn
My Damn Music (ASCAP) I.B. Husslyn Music
(ASCAP)

TRUE CRIME
Performed By: KAM feat. Cavie and Above The Law
Produced by: Caviar and OverDose for
Ft. Knoxx Productions
I'LL DO ANYTHING
Performed By: Damizza feat. N.U.N.E.
Produced by Damizza for Baby Ree Productions
Baby Ree Toonz (BMI) P Y O Publishing (ASCAP)

THA TRUTH
Performed By: Bad Azz, E- White and NONSTOP
Produced By: Caviar and OverDose
for Ft. Knoxx Productions

FLOW
Performed By: Sly Boogy
Produced By: King Tech.
Sway & Tech's BOLO Entertainment

BITCH A$$ NI—AZ
Performed By: GOON Squad (Mano, Cavie, N-M-E)
Background Vocals By: Hollywood
Produced By: Bigg Swoop for VSQ
My damn Music (ASCAP) Caviar Music (ASCAP)

FU-K WITH US
Performed By: BIG TRAY DEEE, Threat, Short Khop
and Kokain
Produced By: Caviar and OverDose for
Ft. Knoxx Productions
Additional Production: Bigg Swoop for V S Q

DRINKS IN THE AIR
Performed By: "Hollywood"
(Unique, Janelle and Bigg Swoop)
Produced By: Bigg Swoop for VSQ
"Hollywood" appears courtesy of:
Vybe Squad Entertainment

THEY DON'T KNOW
Performed By: Dee Dimes feat. Bigg Swoop
Produced By: Bigg Swoop for VSQ

My Damn Music (ASCAP)
Donte T. Ballard Music (ASCAP)
Bigg Swoop appears courtesy of:
Vybe Squad Entertainment

LIFE
Performed By: Coolio
Background Vocals By: Hollywood
Produced By: Bigg Swoop for VSQ
"Hollywood" appears courtesy of:
Vybe Squad Entertainment

ROLL WITH ME
Performed By: Young Billionaires
(Mista Bo & T- Bone) feat. Unique/Hollywood
Produced By: Bigg Swoop for VSQ
(Mano Cavie, Bigg, Swoop)
Young Billionaires & Hollywood appear courtesy of:
Vybe Squad Entertainment

THIS IS HOW WE LIVE IN LA (HEEEY)
Performed By: Lil 1/2 Dead, Showtime,
Kontroversy and Quik-2 Mac
Produced By: Bigg Swoop for VSQ
Lil 1/2 Dead & Showtime appear courtesy of:
1/2 Time Entertainment

GOTTA GET AWAY
Performed By: Lil 1/2 Dead, Showtime
Produced By: Bigg Swoop for VSQ
Lil 1/2 Dead & Showtime appear courtesy of:
1/2 Time Entertainment

UH-OH
Performed By: Young Billionaires feat. "Hollywood"
Produced By: Bigg Swoop for VSQ
Young Billionaires & Hollywood appear courtesy of:
Vybe Squad Entertainment
(DVD, D. Ballard, B. Husslyn, S. brown)

SOMEBODY STEAL THE SHOW
Performed By: Shade Sheist
Produced By: Damizza for Baby Ree Productions
Shade Shiest appears courtesy of:
Baby Ree Productions
N With The Words Music (ASCAP)
Baby Ree Toonz (BMI)

T.R.U.E
Performed By: Pomona City Rydaz feat.
BIG TRAY DEEE
Produced By: Mike Smooth

FLICK WIT YOU
Performed By: Snoop Dogg
Produced By: Joseph Leimberg
Courtesy of: Doggy Style Records

CONSEQUENCES
Performed By: Lil Eazy E
Produced By: Caviar for Ft Knoxx Production

BREATH ON UM
Performed By: Pomona City Rydaz
Produced By: Bigg Swoop for VSQ

ASS & TITTIES
Performed By: S. Class & Black Chill
Produced By: Da Kneckbones

MURDA MURDA
Performed By: Mano, Cavie, Kontroversy, B-12
Produced By: Bigg Swoop For VSQ

HOLLYWOOD
Performed By: Hollywood
(Unique, Janelle, Bigg Swoop)
Produced By: Bigg Swoop For VSQ

PLEASE BELIEVE LIGHTS OUT
Performed By: RBX and Mr. Tan feat. S. Class
Produced By: Da Neckbones

DO TIME — TRUE CRIME
Performed By: Pomona City Rydaz
Produced By: Big Swoop for VSQ

IN AND OUT
Performed By: E- 40
Produced By: Caviar and OverDose for
Ft. Knoxx Productions
Background Vocals: Lavidi

IN DA STREETZ
Performed By: Dee Dimes, Bishop, B-12,
Caviar, Lil Eazy E
Produced By: Bigg Swoop

YU WHO
Performed By: Kam
Produced By: Jinx

LIGHTS OUT
Performed By: Westside Connection feat. Nocturnal
Produced By: Damizza for Baby Ree Productions

ROYAL BLUNT
Performed By: Goon Squad (Mano, CornBread, Cavie, Mobo-Ced)
Produced By: Big Swoop for VSQ

BACK SEAT DRIVER
Performed By: Pomona City Rydaz
Produced By: T.Bone & Kokane

WAR
Performed By: NONSTOP feat. Manishflatz
Produced By: NONSTOP

G'Z MOVIN'
Performed By: BIG TRAY DEEE
Produced By: KMG from Above the law
Chorus By: Pomona City Rydaz

DOING IT BIG
Performed By: Young Billionaires (Mista Bo & T- Bone)
Produced By: Bigg Swoop For VSQ

LET'S GET IT POPPIN'
Performed By: Bishop feat. Trek Life & Bokey Loc
Intro by: Fuzzy
Produced By: Diverse for Vatiquinn Entertainment

IS IT GONNA BE ALRIGHT
Performed By: Brown Liquer
Vocals By: RockStar & Bigg Swoop
Produced By: Bigg Swoop & RockStar for VSQ

GOON SQUAD
Performed By: Goon Squad
Produced By: Bigg Swoop for VSQ & Caviar for Ft. Knoxx Productions

DON'T BLAME ME
Performed By: Pimpin' Young
Produced By: Pimpin' Young, Kokane
Co-Produced By: T- Bone

LEGENDS
Performed By: Boo Yaa Tribe
Produced By: Battlecat for Sarinjay Entertainment

SOO WOO
Performed By: Reservoir Dogs
Produced By: I-Funk Productions

EXTRA SPECIAL THANKS

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Mia Pearlman
Dana Coffey
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The "Ampersand"
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NOTES

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Pomona City Ryderz
Coolio
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Bishop
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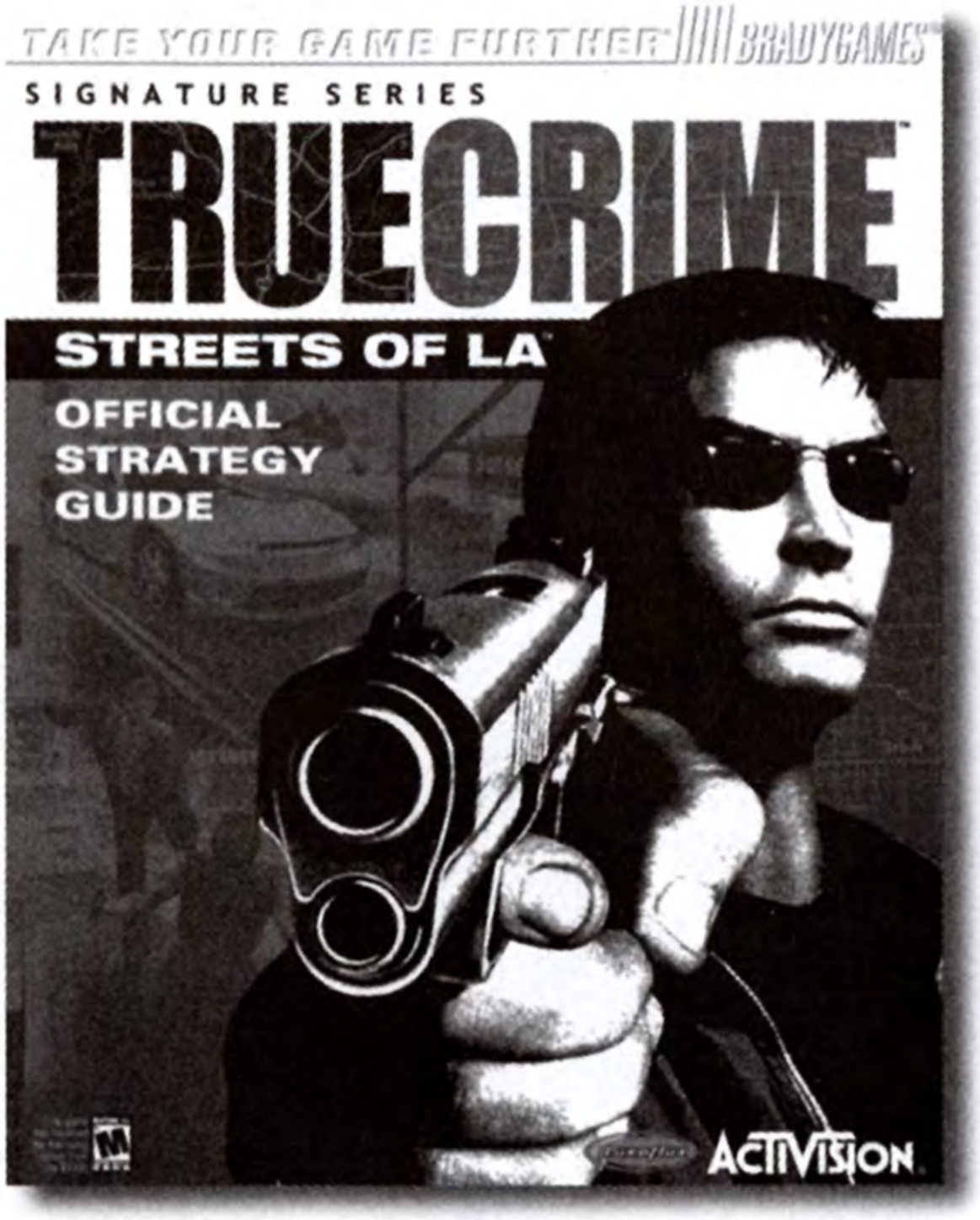

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